

CLAIMS

What is claimed is:

1. A game machine comprising:

a game board which is constructed so that a game ball is movable on a front surface side of the game board;

a game mechanism which includes a shooting portion for shooting the game ball onto the front surface side of the game board; and

game components arranged on the game board so that the game ball moving on the front surface of the game board may be capable of winning a prize;

wherein the game mechanism is capable of changing-over, at least between, a first playable state where a first game is playable with an inclination angle of the front surface of the game board relative to a virtual horizontal plane exceeding a predetermined angle, and a second playable state where a second game is playable with the inclination angle equal to or less than the predetermined angle.

2. The game machine as defined in claim 1, further comprising an attitude change-over/holding mechanism capable of altering the inclination angle by changing an installation attitude of a game machine body which includes the game board and the game mechanism, and holding the game machine body at various installation attitudes.

3. The game machine as defined in claim 2, further comprising a first control portion which, when supplied with a control instruction for changing-over

the playable state, causes the attitude change-over/holding mechanism to change the installation attitude of the game machine body.

4. The game machine as defined in claim 1, wherein the game mechanism further comprises a first holding portion which arranges and holds the game components for the first game, at a first predetermined position in the game board in the first playable state, and a second holding portion which arranges and holds the game components for the second game, at a second predetermined position in the game board in the second playable state.

5. The game machine as defined in claim 4, further comprising a second control portion which, when supplied with a control instruction for changing-over the game machine into the first playable state, causes the first holding portion to arrange the game components for the first game, at the first predetermined position, and which, when supplied with a control instruction for changing-over the game machine into the second playable state, causes the second holding portion to arrange the game components for the second game, at the second predetermined position.

6. The game machine as defined in claim 1, further comprising:
a storage portion which stores first image data concerning images for the first game, and second image data concerning images for the second game;
an image display portion which displays the images for the respective games; and
a display control portion which causes the image display portion to

display the image for the first game based on the first image data, in the first playable state, and which causes the image display portion to display the image for the second game based on the second image data, in the second playable state.

7. A game machine comprising:

a game board having a front surface side selectively interacting with a game ball;

a game mechanism associated with the game board and including a shooting portion selectively shooting the game ball onto the front surface side of the game board; and

game components arranged on the game board and selectively interacting with the game ball moving on the front surface of the game board;

wherein the game mechanism is movable between a first playable state wherein an inclination angle of the front surface of the game board relative to a virtual horizontal plane exceeds a predetermined angle, and a second playable state wherein the inclination angle is equal to or less than the predetermined angle.

8. The game machine as defined in claim 7, further comprising:

a game machine body housing the game board and the game mechanism; and

a mechanism selectively altering the inclination angle by changing an installation attitude of the game machine body.

9. The game machine as defined in claim 7, wherein the game mechanism further comprises:

a first holding portion which arranges and holds the game components for a first game at a first predetermined position in the game board in the first playable state; and

a second holding portion which arranges and holds the game components for a second game at a second predetermined position in the game board in the second playable state.

10. The game machine as defined in claim 7, further comprising:

a storage portion which stores first image data concerning images for the first playable state and second image data concerning images for the second playable state;

an image display portion which displays the images for the first and second playable states.